

# HTML static code analysis: Flash animations should be embedded using the window mode

2 minutes

Browsers best support the window mode for the wmode parameter, also in terms of accessibility.

As it is the default mode, it is acceptable to either not specify a wmode parameter altogether, or to set it explicitly to window.

## Noncompliant Code Example

```
<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"
width="550" height="400">
  <param name="movie" value="movie_name.swf" />
  <param name="wmode" value="direct" />                                <!--
Non-Compliant -->
</object>
```

```
<embed src="movie_name.swf"
      width="550"
      height="400"
      wmode="direct"                                <!--
Non-Compliant -->
      type="application/x-shockwave-flash"
      pluginspage="http://www.macromedia.com/go/getflashplayer"
/>
```

## Compliant Solution

```
<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"
width="550" height="400">
  <param name="movie" value="movie_name.swf" />
</object>
```

```
<embed src="movie_name.swf"
      width="550"
      height="400"
      type="application/x-shockwave-flash"
      pluginspage="http://www.macromedia.com/go/getflashplayer"
/>
```

or

```
<object classid="clsid:d27cdb6e-ae6d-11cf-96b8-444553540000"
width="550" height="400">
  <param name="movie" value="movie_name.swf" />
  <param name="wmode" value="window" />
</object>
```

```
<embed src="movie_name.swf"
      width="550"
      height="400"
      wmode="window"
      type="application/x-shockwave-flash"
      pluginspage="http://www.macromedia.com/go/getflashplayer"
/>
```